

# SOLAR CITY

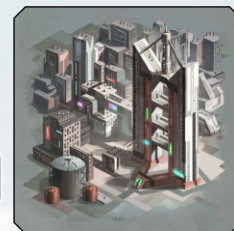
SOLARPUNK BOARD GAME

## REFERENCE CARD

### POSSIBLE ACTIONS

Build a Skyscraper:

- ▶ Take one  **Skyscraper** from the top of the available Building piles.
- ▶ Pay the cost: 0 + 1  for each  **Skyscraper** on your City board.
- ▶ Place  **Skyscraper** on a  of your City board.
- ▶ If able, activate  and resolve all your  **Skyscrapers** activation effects in this.











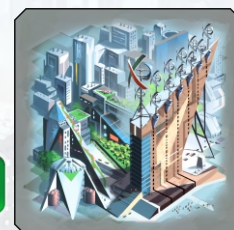
Build a Public Structure:

- ▶ Take one  **Public Structure** from the ones that are available. If there are any / on top of it, take them.
- ▶ Pay the cost: 6 .
- ▶ Place  **Public Structure** on a  of your City board.
- ▶ If able, activate  and resolve all your  **Skyscrapers** activation effects in this.
- ▶ Place new  **Public Structure** from the pile in now-empty space below the Main board if possible.








Upgrade  **Skyscraper** into a  **SkyGarden**:

- ▶ You must be able to activate a  to perform this action.
- ▶ Choose and upgrade one of the  **Skyscrapers** in your City into a  **SkyGarden**.
- ▶ Pay the cost: 0 + 2  for each  **SkyGarden** on your City board.
- ▶ Immediately resolve the effect of the upgraded  **SkyGarden**.
- ▶ Activate a  and resolve all your  **Skyscrapers** activation effects in this.



### END OF ROUND (when all players used their 8th Activity marker)

- ▶ Resolve any End of the round effects in your City.
- ▶ Each player removes all Activity markers from Activation slots.
- ▶ One player places 2  on every  **Public Structure**, if there is 6  on a  **Public Structure**, that player should place 1  on it instead.
- ▶ One player has to advance the Round marker by 1 space.

### ICONS

 **Skyscrapers**

 **Public Structure**

 **SkyGarden**

 **E-coin**

 **Solar Point**

 **Empty space**





 **Occupied space**

 **Activated row / column**

 **Player**

 **Loan**

### LOANS









- ▶ Take 3  and 1  token (anytime - no action required).
- ▶ Pay 6  and return your  token to general supply (anytime - no action required).

### END OF THE GAME

The game ends in one of two ways:

After a set number of rounds (depending on the number of players)

**OR** one player has 16 tiles on their City board, filling it completely.

- ▶ For each  token you have, **lose** 1  collected during the game.
- ▶ For each  **SkyGarden** on your City Board, **gain** 1 .
- ▶ For each  on your City board, **lose** 1 .
- ▶ For every 12  you return to the general supply, **gain** 1 .

Each  then counts all their  and the player with the most 

**WINS THE GAME!**